



Volume V, #35

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



6 Nov 97

'Achilleus', 'Shamesh' & MAGIC REALM End!!

Congratulations go out to Paul Ziecke for his commanding victory in HISTORY OF THE WORLD and to Dave Anderson on his near miss in MAGIC REALM. 'Shamesh', our bid HOTW e-mail game that started simultaneously with 'Achilleus', finally ended in a fine Orange victory for Ewan McNay.

With so many games ending there are starting to be gaping White Spaces throughout the issue. Two games of AGE OF RENAISSANCE start this time and two games of STELLAR CONQUEST. It's time to get 'Boris XII' started; we have four but need three more. MAGIC REALM and BRITANNIA are closest to fulling, needing one each. I'd rather run the latter by e-mail as that works better with the alternating play of nations. If interested in playing anything else listed on p18, holler. The map for the next MAGIC REALM appears on p11.

THE HUNT returns on p 15. Check it out.

STANDBY ALERT: We have possible openings for the following positions:

BALKAN WARS: Greece

"Boris XI": Russia

Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "In my view, the most important implication of the breast-implant story is its reflection of what appears to be a widespread distrust and misunderstanding of science in American society. In the long run, this feeling will cause more damage than any other aspect of the controversy. Several jurors who participated in implant decisions, as well as the head of a powerful advocacy group, have publicly said that the results of scientific studies did not matter to them. In their view, medical research was irrelevant. All that mattered was what they believed; never mind why they believed it."

--- Marcia Angeli, M.D.

Karen and Paul Ziecke are happy to announce the arrival of John Paul Ziecke on Oct. 10th, weighing in at 7 lbs 12 oz. Everyone, including big sister Petrina, are fine.

Pete Gaughan is planning on making a pubbing comeback with a (small) mine that is not obsessed with games. If interested contact him at 1286 Detroit Ave #7, Concord, CA 94520-3651 (gaughan@ix.netcom.com).

BOOS & KUDOS

This month's Madame Bokluc Press Excellence Award (and free issue) goes to "President-forLife" Hanna in 1830.

This month's Ms Nar Super-Sudsy Bomb is lobbed jointly at Dan Gorham and Brad Wilson for NMRs.

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR ALL GAMES IS NOON (CST) 6 DEC 97



England Out! France Begins Fadel



Fall 1910

1996G

MINAS MORGUL: The last act of British defiance was to scuttle their fleet and swim ashore to internment in neutral Ireland rather than be absorbed into the Kriegsmarine. The Turkish and German war machines grind inexorably onward. Oddsmakers cede MOS, SPA, and POR to the Turks and STP, WAR, and PAR to the Kaiser, with MAB and VIE the decisive centers. The Russian raider in BAL threatens four German centers and thus aids Turkey's chances.

TROOP MOVEMENTS

ENG (Fisher): [F Iri-Lpl];
FRA (Osborne): F Spa(sc)-Por, F Lyo-Spa(sc), A Gas S A Mar, A Bur-Pic, A Mar H;
GER (Boyum): [F Nwy-StP(nc)], F Bre S F Nth-Eng, A Sil-Gal, [A Pie-Ven], [A Vie S A Sil-Gal], A Boh S A Vie, A Lpl H, F Nth-Eng, F Swe-Bot, A Tri S A Pie-Ven, F Hol-Bel, A Mun S A Tri;
RUS (Anderson): [A Mos-StP], [A War-Mos], F Lyn-Bal;
TUR (York): A Arm-Sev, F Aeg H(u), A Ukr S A Arm-Sev, A Rum S A Arm-Sev, F Tyn S F Wes-Lyo, F Wes-Lyo, F Tun-Wes, F Tus S F Wes-Lyo, [A Ven S A Tri], A Tri S A Bud-Vie, [A Bud-Vie], F Adr S A Ven, A Ser S A Tri.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nep = unit not so ordered; neu = no such place; neu = no such unit; otp = off the board; atm = unit on the move; (u) = unit unordered.

SUPPLY CENTER CHART

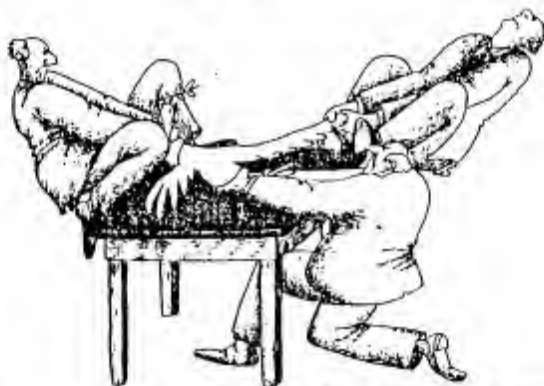
ENG: -Mos
FRA: Mar Por Spa Per -Bre
GER: Ber Kle Mun Bel Den Hol Swe Lon Nwy Edi Lpl Vie +Bre
RUS: -Sev War StP +Mos
TUR: Ank Con Smy Bul Gre Rum Ser Tri Ven Nap Bud Rom Tun +Sev

(0) Tear 1 OUT
(4) Tear 1
(15) Build 1
(3) Even
(14) Build 1

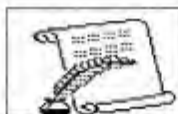
Due next time are builds/tears and orders for Spring 1911.

CLASSIFIED

Captain Walker didn't come home.
His unborn child will never know him.
Believe him missing with a number of men.
Don't expect to see him again.
It's a boy, Mrs Walker, it's a boy
It's a boy, Mrs Walker, it's a boy.
A son! A son! A son!



Kemch/Umanskus/Mexico City



RIOTS IN RUSSIA! ENGLAND ROLLS!

X1

Fall 1904

1997D

ERRATA: Austrian [A Bul S A Ser], [A Ser S A Bul] and Russian [A Mos-war] and [P Bla-Bul(ac)] all failed. I HATE late orders--less chance to proofread.

MIRKWOOD: Vodka riots have immobilized the Russian military and deprived it of a signal opportunity to reclaim WAR (or defend STP) and to capture BUL from the hapless Austrians. King David thus becomes the dominant Power in Europe after his double cross of French A WAL. Germany's loss of two home centers doesn't bode well for Kaiser Seth. Austria's complete dismemberment should be swiftly executed by the Italians and Turks.

TROOP MOVEMENTS

England retreats F BEL to NTH.

AUSTRIA (Boyum): A Bul S A Ser, A Ser S A Bul, [F Gre S A Bul](r-???)
ENGLAND (Anderson): A Fin-StP, F Nwy S A Fin-StP, F Den-Kie, F Nth S GERA
 Kie-Hol, F Eng-Lon, A Edi H;
FRANCE (Martinson): [A Wal-Bel], A Pic S A Wal-Bel, [F Mid-Bre], A Par S A Bur,
 A Bur S ITA A Tri-Mun, A Bre H(u);
GERMANY (Gunar): A Kie-Hol, [A Mun-Bur](r-???), A Bel S A Ruh, A War-Sil, A
 Ruh S A Bel;
ITALY (Wilson): F Ion S TUR F Aeg-Gre, A Tri-Mun, A Tri H, F Adr S A Tri, F Tyn S
 F Ion;
RUSSIA (Corham): NMR [A StP H](u, r-???), A Vie H(u), F Bla H(u), A Mos H(u), A
 Rum H(u), A Bud H(u);
TURKEY (McGabe): [A Con S RUS F Bla-Bul](neo), F Aeg-Gre, F Eas-Aeg.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; neo = unit not so ordered; nsp = no such place; neu = no such unit; oth = off the board; otm = unit on the move; (u) = unit unordered.

Austrian F GRE must retreat oth or to ALB; German A MUN must retreat oth or to BOH or BER; Russian A STP must retreat oth or to LVN.

SUPPLY CENTER CHART

AUS: -Gre Ser Bul	(2) Tear 1*
ENG: Edi Lon Nwy Swe -Bel Den +Lpl +Kie +StP	(8) Build 2
FRA: Bre Mar Par Por Spa -Lpl	(5) Tear 1
GER: Ber -Kie -Mun Hol War +Bel	(4) Tear 1*
ITA: Nsp Rom Ven Tri Tun +Mun	(6) Build 1
RUS: Mos Ser -StP Rum Vie Bud	(5) Tear 1*
TUR: Ank Con Smy +Gre	(4) Build 1

* "Even" if retreating unit retreated oth.

Due next time are the retreats/build/tears and orders for Spring 1905. Builds/tears may be conditional on retreats. Spring orders may be conditional on retreats or build/tears.

BORIS WORLD PRESS REVIEW

Berlin Spectator - Interviews with Reich Officials at the State Department have not been successful in discerning a coherent International Policy. Perfidious Albion has been unreliable. The French seem intent on autistically battering themselves against the Rhine. Italy seems to have Mediterranean ambitions. Austria is not in a position to have ambitions. Turkey seems confused. And Russia seems to want a world tour. What's going on here?

CLASSIFIEDS

PRAISE THE LORD



BALKAN WARS VI

We Begin!
Greece in Chaos.
Spring 1918



Brad Wilson is still NMR. Jack Shacklett declined an emergency appeal to take over and Debbie Osborne never called back with orders. So I randomly generated orders. In case this happens next time, would all the other powers send in orders for Greece? We'll draw one by lot to use, and will continue to do so until we get a live player. Greece is eliminated, or game end.

TROOP MOVEMENTS

ALB (K Wilson): A Tir-Mon, F Mon-NAS, A Val-Tir
 BUL (Crandemire): A Sof S F Var-Dub, [F Var-Dub], A Pio-Mac, F Tir-Aeg;
 GRE (B Wilson??): A Ath S F Spa, A Sai-Val, F Spa S A Ath;
 RUM (Anderson): A Buc S F Cona-Dub, A Gal-Tra, [F Cona-Dub].
 SER (McCabe): A Bel-Her, A Nis S A Sko, A Sko H.
 TUR (Pisner): A Cone H, F Ism-SBS, F Smy-EMS.

Orders in brackets fail. Due next time are orders for Fall 1918.

HAVE YOU SEEN THIS MAN?

WANTED:

For Delay of Game

If sighted, contact:

Ms Nar,

Downtown, Atlantis

(850) 863-9081

REWARD: \$.05 (plugged)



ACHILLEUS (Continued from p 5)

GVIII: Bra, NAn(c), Pat, SAn(C).

OIV: Mal(c,f), OV: Spa(c), Tar(PM), Wei(GM), Yan, Yel;

OVI: Alb(c, AM), CMA, NGa(AM), WGH, OVIII: Hig, Ire, Sca, WGa

PII: Gu; PIII: Cre(2,c,f), Mor, Pin(2); PIV: Mek(2,C,f), UNL; PV: MTi(PM);

PVI: GaD(RM), GaV(C,PM), Hin, Lin(RM), PPI(OM), PSD(c), Tur(c,OM), Uln(BM);

PVII: Ara(c,OM), Aus, NGu;

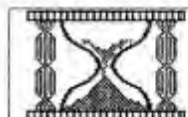
PVIII: BSb(OM), Cau, ESt, Dni, PAn, LTi(C), NEP(c, Architecture), Zag(BM).

RV: Ein; RVI: Lev(AM), UTi(RM); RVII: Hok(2,OM);

RVIII: App(c), CAM, Che, Dee, GLa, OPI(C, RM), Mex, PSb, SiE, Win.

Fleets: Ai(ABGOPR), BoB(R), Car(R), EMS(2R), Ind(AGOPR), Nth(2O), Pac(AR), Red(G);

SCS(R), SoJ(A), WMS(A).



ACHILLEUS EPOCH VIII

1914-1920 A.D.



THE CAST:

Dan Farrow:
Debbie Osborne:
Paul Zieske:

Red
Azure
Purple

Kevin Wilson:
John Bryden:
Dave Anderson:

Green
Black
Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play 1F in either Atl or Pac as well as Car), and Epoch VIII.

THE BOARD:

AIV: Cey, GPC(OM), Hon(C), Kor, Man, Sum; AV: Sha(PM), Slib;
AVI: Wlb(C,AM, Science), WIn; AVII: App(C), Der, Mex(c), PSb;
AVIII: Bal, BSB(c,OM), Cas, CEut(OM), Dal, Dan, Dni, EAn, LRh(c), NAp, NEP(C, Architecture), WAN(c,RM), Zag(BM).
BIII: Gol(c,f), BIV: Irr, Wst; BV: SAp(PM); BVI: Cam(c), GLa(2), GPI, Pyr(C);
BVII: Est(2), Mon.
GI: Caf, Eaf, GIV: Lib, Nii(AM), Nub, Pal, GVII: Con, EDe(c,AM), EGh, SAr, WDe
GVIII: Bra, Nan(c), Pat, San(C).
GIV: Msl(c,f), OV: Che, Sse(c), Tar(PM), Wei(OM), Yen, Yel;
OVII: Albic, AM), CMA, NGA(AM), WGH; OVIII: Hag, Ire, Ssa, WGa
PII: Gu; PIII: Cre(2,c,f), Mor, Pin(2); PIV: Mek(2,C,f), SiK, UNI; PV: MTI(PM);
PVI: GaD(RM), GaV(C,PM), Hin, Lin(RM), PPK(OM), PSD(c), Tur(c,OM), Uin(BM);
PVII: Ars(c,OM), Aus, Mad, Ngu.
RV: EIn; RVI: Lev(AM), UTI(RM); RVII: Rok(2,OM).
WI: LTI(2,C,F).
Fleets: Atl(ABGOPR), BoB(P), EMS(2R), Ind(AGOPR), Nth(2O), Pac(APR), Red(G),
SCS(R), SoJ(A), WMS(A).

S&ORF (SP/VP): G(75/236), A(75/224), P(84/231+), B(84/180+), O(86/186), R(93/186+).

EPOCH VIII (continued)

AFRICA (B): Roll 4,6; take "Nuclear Attack" @ Mad (-1PVII). Play 1A,C, BM @ EAF (1G(r-Cat), 1A @ Caf (5,2:3; 6,5:4 -2G1), 1A @ Con (4,1:5; 4,3:4; 5,4:4 -1BVIII, 1GVII), 2A @ Mad, 1A @ EAF. Score: 180 + C(2x2) + c(2) + M(1x2 + 1) + S Eur(P=2) + Eurasia(P=2) + SE Asia(P=2) + N Amer(P=3) + SS Africa(C=6) = 204

NATO/NORAD (R): Roll 1,1; take "Fanaticism". Play 1A,C, RM @ GPI (1BVI r-GLa), 1A @ Dee (2,1:1 -1AVII), 2A @ GLa (5,1:4; 5,2:3; 3,1:4; 6,5:3:6 -1RVII, 1BVI), 1A @ App (4,2:3 -1AVII, C +c), 4A @ Mex (5,1:6:6; 3,1:6:4; 1,1:2,1; 6,3:4,3 -3RVIII, 1AVII,c), 1A @ Cam (6,2:5,2 -1BVI,c), 1A @ PSb (6,5:6:6 -1AVII), 1F @ Car, 1A @ WIn (6,1:1 -1AVI), 3A @ SiK (4,1:5:4; 5,1:6:2; 5,5:1:5,5 -2RVIII, 1PIV), 1F @ BoB (remove F @ Pac, 3,2:4; 5,3:4 -1RF, PP), 2A @ Che (4,4:5; 6,2:3 -1RVII, 1OV). Score: 183 + C(1x2) + c(1) + M(2x2 + 2) + S(4) + Mid E(P=4) + China(P=3), SE Asia(P=2) + N Amer(C=9) + Nippon(P=2) = 219.

UPEC (P): Roll 3,5; take "Leader". Play 1A @ LTI (-2WI,F), 1A @ Zag (4,2,1:2,2 -1AVIII), 1A @ EAn (6,2,2:4 -1AVIII), 1A @ Cau (6,4,2:1 -1AVII), 2A @ Dni (4,3,2:5; 6,6,2:6; 6,6,2:1 -1PVIII, 1AVIII), 1A @ BSB (6,6,2:3 -1AVIII,c), 1A @ NEP (5,3,1:5; 6,3,2:1 -1AVIII, C +c), 2A @ Est (6,6,2:6; 6,5,2:6; 5,4,3:6; 4,3,2:3 -2BVII, 1PVII). Score: 231 + C(3x2) + c(5) + M(2x2 + 7) + Architecture(1) + Mid E(D=8) + N Afr(P=1) + India(D=4) + S Eur(P=2) + N Eur(P=4) + Eurasia(D=4) + SE Asia (P=2) + S Amer(P=2) + Australia(C=3) = 284.

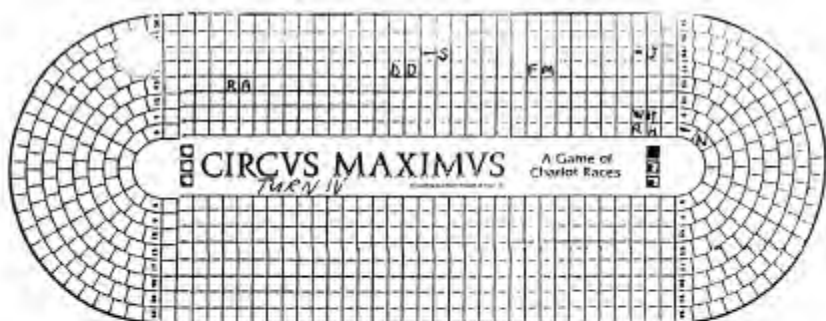
Congratulations to Paul on a well deserved victory; the leader after Epoch VII, Epoch VIII only made it more lopsided. Due next are any end game statements. Kevin Wilson is still on tap to run the next one, but so far we have only Anderson, Osborne, and Zieske that I know of signed up.

S&ORF (SP/VP): G(75/236), A(75/224), P(84/284), B(84/204), O(86/186), R(93/219).

THE FINAL BOARD:

AIV: Cey, GPC(OM), Hon(C), Kor, Man, Sum; AV: Sha(PM), Slib;
AVI: Wlb(C,AM, Science); AVIII: Bal, CEut(OM), Dal, Dan, LRh(c), NAp, WAN(c,RM).
BIII: Gol(c,f), BIV: Irr, Wst, BV: SAp(PM); BVI: Pyr(C); BVII: Mon.
BVIII: Caf, Con, EAf(2,C,BM), Mad(2), SAr,
GIV: Lib, Nii(AM), Nub, Pal; GVII: EDe(c,AM), EGh, WDe

--Continued on p 4



RAISDRE AL-GHUL'S LEAD!!

DRIVER	COLOR	DRIVER (KPM/PM)	CART	WHEELS	JAM	END	SPEED	S/E
4-1	Red	Raisdre Al-Ghul (+2/8)	L	0/0	7536	24	23	1/0
4-1	Brown	Notasulgus (+1/7)	H	0/0	6435	30	17	0/0
6-1	Black	Josephus (+2/10)	M	0/0	5434	41	18	1/0
6-1	Blue	Sartorius (+2/10)	L	0/0	6445	42	21	1/0
7-1	Purple	Roman Holiday (+1/6)	M	0/0	6435	34	19	1/0
12-1	White	Flippus Maximus (+1/8)	M	0/0	5445	45	19	1/0
22-1	Green	Davidus Dumbitus (+0/7)	L	0/0	7436	54	20	1/0
247-1	Yellow	Won Hung Lo (+2/8)	H	0/0	5325	14	17	0/0

Turn IV:

RAISDRE AL-GHUL: 23, no whip. Ahead 23.

ROMAN HOLIDAY: 14, no whip. Ahead 1 (corner strain @ 2: 11-1 = 10 = n/e -2 END). ahead 9, in 2.

SARTORIUS: 21, no whip. Ahead 1 (corner strain @ 1: 11-2 = 9 = n/e -1 END). ahead 20.

WON HUNG LO: 12, no whip. Ahead 1 (corner strain @ 3: 11-2 = 9 = n/e -3 END). ahead 11.

NOTASULGUS: 8, no whip. Ahead 3.

DAVIDUS DUMBITUS: 20, whip (+1, -1 END) = 21. In 3, ahead 15.

JOSEPHUS: 18, no whip. Ahead 18.

FLIPPUS MAXIMUS: 19, no whip. Ahead 1 (corner strain @ 2: 11-1 = n/e; -2 END). ahead 18.

Due next time are orders for Turn V. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible. Be more aware of your proximity to the corners. You should also submit orders for Won Hung Lo. One set will be randomly chosen and used.

PRESS:

Antioch Epiphany: Recent scientific studies of the Al-Ghul clan have discovered that their clan lacks the proper moral judgement to be safe members of society and are given to random acts of madness. To control these random acts the healers have developed a new technique which results in a calm and predictable demeanor. All members of the clan should have long nails inserted into their heads through their eye sockets and the nail should then be moved back and forth and up and down to sever the offending connections in their deviant minds. This procedure should be carried out as soon as possible for the good of our society. Anyone knowing the whereabouts of members of the Al-Ghul clan should inform the healers immediately.



The Goddess of War

AGE OF RENAISSANCE
Game A: "Rats For Sale"
Set-Up

Initial Bid:

Osborne bids \$5.
Frueh bids \$2.
Farrow bids \$0.

J Bargender bids \$5.

Crandlemire bids \$0.

Bargender wins the roll off and selects Venice, Osborne selects Genoa, Frueh selects Barcelona, Crandlemire wins the roll off and selects Paris, Farrow is stuck with London.

THE CAST

VENICE (J Bargender): \$35, 2C
GENOA (Osborne): \$35, 2C
BARCELONA (Frueh): \$38, 2C
PARIS (Crandlemire): \$40, 2C
LONDON (Farrow): \$40, 2C

Your two cards (2C) are _____ & _____. Due next time are card plays and orders for your Purchase Phase (tokens, advances, ships).

AGE OF RENAISSANCE
Game B: "What Inquisition?"
Set-Up



GM - Mark Frueh

Capitol Choice Phase

Bids for Capitol choice are:

Alan - \$5	Debbie - \$0	Pitt - \$1
Rick - \$0	Paul - \$0	Phil - \$1

Alan gets his first choice, die roll between Phil & Pitt - Phil "1" and Pitt "6" (Pitt is 2nd), roll off between Debbie, Paul & Rick - Debbie "5", Rick "4" and Paul "1" - thus the capitol selection order is Alan, Pitt, Phil, Debbie, Rick and Paul.

Alan selects VENICE, Pitt selects BARCELONA, Phil nabs PARIS, Debbie takes GENOA, Rick takes HAMBURG and Paul is left with LONDON.

Remaining treasury is:

Venice - \$35, Barcelona - \$39, Paris - \$39, Genoa - \$40, Hamburg - \$40 and London - \$40. Your second card is provided to all in order to speed the game. Orders due next are token allocation (to determine turn order) and card plays. Conditional orders are highly encouraged. **IMPORTANT:** Orders are due to Mark by 3 Dec.

Rick asks some good questions:

"Is this a Gunboat style game or are we allowed to negotiate secretly with the other players?" (Regarding rule #10)"

My inclination is to allow Diplomacy both public and secret between players, but I will take the easy way out and let Paul Boiduc make the decision. (*Short of playing "gunboat", it can't be stopped, so it's allowed.*)

"How will you handle the removal of shortage/surplus in the draw card phase?"

Once the second part of the turn adjudication is completed, you will be provided your new card and Urban Ascendancy card (if purchased) in advance. Then with your next set of orders, you may prepare conditionals to remove the shortage/surplus if you get to go first.

"Situation - Paris has a 4-galley and the Heavens advance. Can a galley sail from St. Malo thru Biscay to Lisbon - then Seville and then into West Africa - or - would that galley need to stay in coastal waters until it got to Seville and THEN use it's Heaven advance to sail into West Africa?"

My understanding is that the Heavens advance is only good for one open water traverse ... thus the 4-galley is prevented from using two open seas (Biscay and Canary Basin) to reach West Africa from St. Malo. My ruling is the second option of the situation.



??? IS ???

ORs 7.1-7.2



PLAYER STATUS

Chinnery	\$48, 6-NYNH(P), 1-C&O, 1-PRR, 2-Erie, 2-B&M (Prior)
Fisher	\$25, 6-Erie(P), 4-CPR, 1-B&O, 1-PRR
Butitta	\$28, 6-B&O(P), 1-NYNH, 1-C&O, 1-NYC, 1-Erie, 1-B&M, 1-PRR, 1-CPR
Ringhoffer	\$229, 6-C&O(P), 1-B&O, 1-Erie
Farrow	\$19, 6-B&M(P), 1-C&O, 1-NYNH, 1-PRR
Hanna	\$50, 5-PRR(P), 6-NYC(P), 2-B&O, 5-CPR(P)

CORPORATION STATUS

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens
B&O	D 100	0	-	---	\$158	"3" & "4"	U15, H18w (1)
NYNH	E 90	1	1	\$100	\$481	2-"2"s	G19, F22
NYC	B 90	1	2	\$100	\$262	"3" & "4"	E19, H16 (2)
Erie	C 82	0	-	---	\$310	"5"	E11 (2)
B&M	D 76	0	1	\$76	\$2	"5"	E23, F22
C&O	G 70a	1	-	---	\$46	"4" & "5"	P6 (2)
PRR	G 70b	1	-	---	\$183	"4"	H13, H15, G19e (1)
CPR	I 40(a)	0	-	---	\$462	"3"	A19, F16, G19n (1)

OR #7.1

B&O - Lay tile #57 in H10(w), run trains - G19-G17-H18 for \$140 and G19-H16-119-115 for \$200, payout dividends! +\$204 Butitta, +\$68 Hanna, +\$34 Fisher & +\$34 Ringhoffer, stock moves to D \$110, treasury = \$158

NYNH - Lay tile #8 in E15(ne), run trains - G19-G17-H16 for \$130 & G19-F20-F22 for \$120, payout dividends! +\$150 Chinnery, +\$25 Butitta, +\$25 Farrow & +\$25 NYNH, stock moves to E \$100, treasury = \$481+\$25 = \$506

NYC - Upgrade F16 w/tile #63, run trains - G19-G17-H16-115 for \$190 & 115-H16-H18 for \$150, payout dividends! +\$204 Hanna, +\$34 Butitta & +\$34 NYC, stock moves to B \$100, treasury = \$262+\$34 = \$296

Erie - Upgrade E11 w/tile #66(nw), run train - E11-F10-G7-F6 for \$100, payout dividends! +\$60 Fisher, +\$20 Chinnery, +\$10 Butitta & +\$10 Ringhoffer, stock moves to C \$90, no train purchase, treasury = \$310

B&M - Upgrade E23 w/tile #51(ne), run train - G19-F20-F22-F24-E23 for \$180, payout dividends! +\$114 Farrow, +\$38 Chinnery & +\$19 Butitta, stock moves to D \$82, no train purchase, treasury = \$2

C&O - Lay tile #3 in D4(sw), run trains - F2-F6 for \$100 & P6-G7-F10-E11 for \$100, payout dividends! +\$120 Ringhoffer, +\$20 Chinnery, +\$20 Butitta, +\$20 Farrow & +\$20 C&O, stock moves to F \$75, treasury = \$46+\$20 = \$66

PRR - Lay tile #8 in G15(ne) for \$120, run train - G19-F16-H16-115 for \$220, payout dividends! +\$110 Hanna, +\$22 Chinnery, +\$22 Fisher, +\$22 Butitta, +\$22 Farrow, +\$22 PRR, stock moves to F \$75b, no train purchase, treasury = \$183-\$120-\$22 = \$85

CPR - No tile play, run train - G19-F16-H16 for \$160, withhold, stock falls to I \$50(brown), purchase "3" train from NYC for \$622, treasury = \$461+\$160-\$662 = \$0 ((NYC treasury = \$296+\$662 = \$958))

OR #7.2

B&O - Lay tile #9 in H8(w), run trains - G19-G17-H18 for \$140 and G19-H18-119-115 for \$200, payout dividends! +\$204 Butitta, +\$68 Hanna, +\$34 Fisher & +\$34 Ringhoffer, stock moves to D \$120, treasury = \$158

NYNH - Lay tile #7 in D16(sw), run trains - G19-F16-H16 for \$160 & G19-F20-F22 for \$120, payout dividends! +\$168 Chinnery, +\$26 Butitta, +\$26 Farrow & +\$26 NYNH, stock moves to D \$110, treasury = \$506+\$26 = \$534

NYC - No tile lay, run train - G19-F16-H16-115 for \$220, payout dividends! +\$132 Hanna, +\$22 Butitta & +\$22 NYC, stock moves to B \$112, purchase "3" train from CPR for \$1, treasury = \$958+\$22-\$1 = \$979 (CPR tress = \$1)

Erie - Lay tile #59 in D10(w) for \$80, run train - D10-E11-F10-G7-F6 for \$140, payout dividends! +\$84 Fisher, +\$28 Chinnery, +\$14 Butitta & +\$14 Ringhoffer, stock moves to C \$100, no train purchase, treasury = \$310-\$80 = \$230

B&M - Lay tile #5 in D20(e), run train - G19-F20-F22-E23-E19 for \$200, payout dividends! +\$120 Farrow, +\$40 Chinnery & +\$20 Butitta, stock moves to D \$90, no train purchase, treasury = \$2

C&O - Upgrade E3 w/ tile #20(se), run trains - F2-D4-D2-F4-F5 for \$150 & F6-G7-F10-E11 for \$100, payout dividends! +\$150 Ringhoffer, +\$25 Chinnery, +\$25 Butitta, +\$25 Farrow & +\$25 C&O, stock moves to F \$80, treasury = \$66+\$25 = \$91

PRR - No tile play, run train - G19-F16-H16-I15 for \$220, payout dividends! +\$110 Hanna, +\$22 Chinnery, +\$22 Fisher, +\$22 Butitta, +\$22 Farrow, +\$22 PRR, stock moves to F \$80b, no train purchase, treasury = \$85+\$22 = \$107

CPR - No tile play, run train - G19-F16-H16 for \$160, payout dividends! +\$80 Hanna, +\$64 Fisher & +\$16 Butitta, stock moves to I \$40(orange), no train purchase, treasury = \$1

PLAYER STATUS (# of certificates)

Chinnery \$581, 6-NYNH(P), 1-C&O, 1-PRR, 2-Erie, 2-B&M (11) (Priority)
 Fisher \$345, 6-Erie(P), 4-CPR, 1-B&O, 1-PRR (7)
 Butitta \$713, 6-B&O(P), 1-NYNH, 1-C&O, 1-NYC, 1-Erie, 1-B&M, 1-PRR, 1-CPR (11)
 Ringhoffer \$591, 6-C&O(P), 1-B&O, 1-Erie (7)
 Farrow \$395, 6-B&M(P), 1-C&O, 1-NYNH, 1-PRR (8)
 Hanna \$802, 5-PRR(P), 6-NYC(P), 2-B&O, 5-CPR(P) (11)

CORPORATION STATUS

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens
B&O	D 120	0	-	---	\$158	"3" & "4"	I15, H18w (1)
NYC	B 112	1	2	\$100	\$979	"3" & "4"	E19, H16 (2)
NYNH	D 110	1	1	\$100	\$534	2-"3"s	G19, F22
Erie	C 100	0	-	---	\$230	"5"	E11 (2)
B&M	D 90	0	1	\$75	\$2	"5"	E23, F22
C&O	F 80a	1	-	---	\$91	"4" & "5"	F6 (2)
PRR	F 80b	1	-	---	\$107	"4"	H12, H16, G19s (1)
CPR	I 40(a)	0	-	---	\$1	"3"	A19, F16, G19n (1)

Trains Available: 66 DDDDDD

Press: (from Pres-for-life Hanna)

Loud voice overheard outside the Penn Central executive offices:

"You bought WHAT?...Couldn't you have STOPPED buying them?...Well, at least they were cheap, right?...Come on, that's way over the trading price...I don't care if it's not your money; it's MY money...I guess we're stuck with it. Show me their balance sheet...Couldn't you have found something else to wrap your lunch in?...Stations?...But there's no CITY out there! What else?...We already HAVE a station in New York...No, that was Caruthers' idea. You remember Caruthers; fat bald guy with the perpetual grin?...They tell me he's very happy in the home...How about trains?...That's ALL? Those things have been obsolete for years!...Yes, I know we run one, but that's just a weekend nostalgia trip from the B&O museum up to Trenton and back. You can't run a railroad that way...Yes, we will find out, I'm afraid...Well, at least there seems to be some cash in the treasury...What do you mean, 'not for long'?...When you stop that hysterical laughter, go clean out your desk...And explain this steamer ticket to Rio I found in your office."

Due for next time are orders for Operating Round #7.3 and Stock Round #8. Conditionals and general intention orders are encouraged.

Tiles Available:

Yellow: #3(1), #4(2), #7(1), #8(4), #9(5), #57(0), #58(1)
 Green: #14(3), #15(1), #16(1), #18(1), #19(1), #20(0), #23(2), #24(3), #25(1), #26(1), #27(1), #28(0), #29(1), #59(1)
 Brown: #39(1), #40(1), #41(1), #42(2), #43(2), #44(1), #45(1), #46(2), #47(1), #63(1), #64(1), #67(1), #68(1), #70(1)

Game map on next page

1856

THE GREAT WHITE NORTH

POST-MORTEM



Zieske: Good game. still don't think I've figured out the best way to use loans yet.

Chinnery: Congratulations to Wordelman for his win. Congratulation! to Farrow for his close second. Well nothing like bringin up the tail end. Guess this happens when you lose out on being train president. Enjoyed the game as always and looking for more.

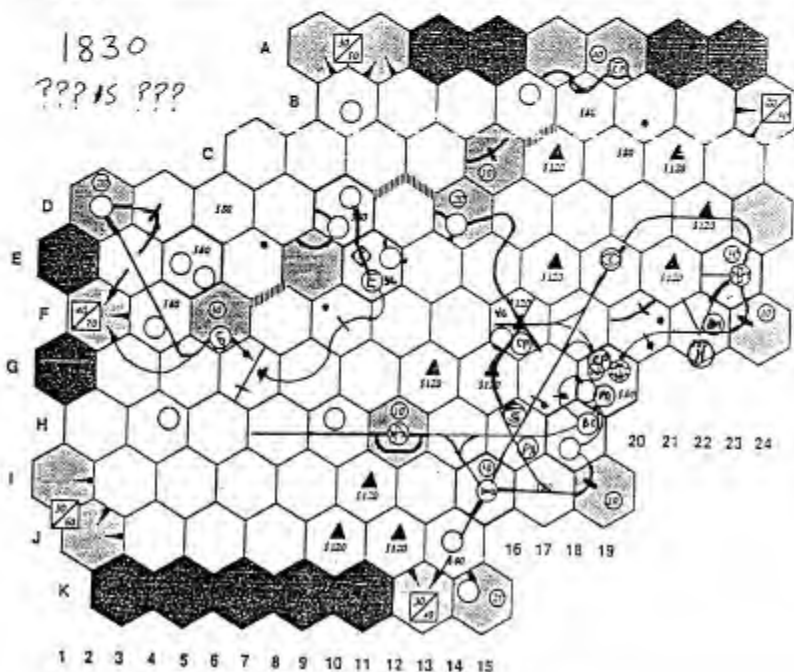
Hanna: This was an interesting game, with different players following quite different strategies. Both Bill and Dan used variations of the usual strategy where I play: start a company early, loot it shamelessly, and abandon it. Dan would probably have passed Bill in a slightly longer game, but there's not much time for late-starting companies to generate serious revenue.

Paul's "responsible stewardship" strategy was probably doomed from the start, especially since he was the only one using it. Multiple trains early and big trains late generate so much cash that high share value just can't compete -- I know because I've tried to play several 1856 games that way. Might work a little better with 8-trains than with diesel.

Michael and John might have finished much stronger in a face-to-face game. Rescuing a railroad from the Canadian government and building it a big diesel run require watching every dollar and every tile play, and that's very hard when you have to write conditional orders.

Don never got out of the financial hole he dug with the bridge purchase. Dan could easily have been in the same fix, but guessed better on early share purchases and so could start an early railroad. I was surprised that the GW waited around for t

Personally, I prefer playing 1856 with only 4 or 5 players (less likely that someone's out of it from the start) and 8-trains (fewer hit-the-lottery runs at the end). I really enjoyed the GM job, except for the last-minute orders and the frustration of watching people miss "obvious" tile plays. (Not so obvious by mail, of course, but #29 in M2 would have helped lots of runs a little, and tiles in I4 or I16 would have helped a few runs a lot.)





MAGIC REALM

Bennie Victor!



EVENING 28 / Judgement

THE CAST:

Dave Anderson
John Butitta:
Marcel Carbonneau:
Don Chinnery:
Dan Farrow:
Dan Osborne:
Debbie Osborne:

Bennie the Berserker
Willie the Pilgrim
Amber Rose the Amazon (deceased)
Razi the (optional) Wizard (deceased)
Simplomo the Sorcerer (aka Misty, deceased)
Smaug of the Dark Helmet, a Black Knight
Thorn of the Grotto, an Amazon (deceased)
Sylvan the (optional) Druid (deceased)

EVENING 28

Bennie does not break concealment and attack the T & H spiders. Smaug, Companyless, decides not to start anything.

MONSTER ROLL - 5

SCORES:

Bennie the Berserker was seeking 1 Great Treasure, 0 Spells, 10 Fame, 20 Notoriety, and 30 Gold. He achieved 1 Great Treasure (the Black Book, -15F, +15N), 0 Spells, 51-15 Fame, 51+15 Notoriety, and 4-10-7-8 Gold for a Total Score of -4 VP.

Willie the Pilgrim was seeking 0 Great Treasures, 2 Spells, 80 Fame, 20 Notoriety, and 90 Gold. He achieved 9 Great Treasures (the Blasted Jewel, -15F, +15N; the Regent of Jewels, +10N; & Magic Wand, -10F, +10N), 0 Spells, -10 Fame, 60 Notoriety, and -1 Gold for a Total Score of -38 VP.

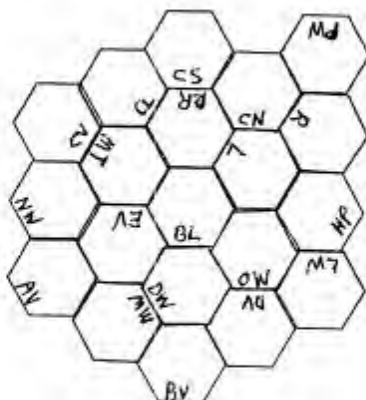
Smaug of the Dark Helmet (a Black Knight) was seeking 1 Great Treasure, 0 Spells, 10 Fame, 20 Notoriety, and 30 Gold. He achieved 0 Great Treasures, 0 Spells, 0 Fame, -10 Notoriety, and -37 Gold for a Total Score of -48.

Amber Rose, Razi, Simplomo, and Thorn/Sylvan all score -100 VP for not finishing.

Thus there is no winner, although Bennie shall be considered the victor.

PRESS:

Willie looks at his small pile of treasures appraisingly and thinks that he should be able to sell them for just enough to go back to the University and live comfortably as a professor of something or other. I might just pass on my knowledge to my cousin's daughter - Rosalinda Irontoes. She seems to like adventuring life too.



Proposed Map for Next Game

1870

JAMES WEST QUIST OUT. BUTITTA IN! OR 8.3 CONCLUDED SR 9 BEGUN



ERRATA: AT&SF has \$518 in cash.

PLAYER STATUS

Ziecke \$464, 6 FW(Pres), 1 GM&O <Priority>
 Wordelmann \$755, 7 SL&SF(Pres), 1 GM&O, 1 IC, 1 FW
 Quist \$160, 7 KATY(Pres), 3 IC(VP)
 Hanna \$585, 7 AT&SF(Pres), 7 GM&O(Pres), 1 IC, 3 MP(VP)
 Farrow \$510, 6 MP(Pres), 6 T&P(Pres)
 Chinnery \$320, 4 IC(Pres), 6 CB(Pres), 3 AT&SF(VP), 2 KATY(VP)

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Shares	Tokens	Debt
SL&SF	\$180	0	3	\$100	\$47	4	0	E12, H13, H17(D)	M22
MP	A180	0	0	\$90	\$92	5	1	C18(2,D)	J5
FW	A160	3	0	\$100	\$267	46	0	J5, F5(A2)	--
GM&O	D140	0	0	\$72	\$690	4	1	M20, K16, (C18)	--
<hr/>									
KATY	F90-	0	0	\$68	\$158	--	1	B11, H13(1D)	N1
T&P	B90	4	0	\$90	\$57	5	0	J5(1,D)	N17
CB	D82	3	0	\$82	\$48	46	1	H17(1,D)	J3
IC	E76	0	0	\$76	\$837	5	1	K16, M20 (A22)	--
AT&SF	G20	0	0	\$68	\$518	4	0	B9, B11, J3(D)	N1

OR 8.3 -- CONTINUED (*doubled)

KATY: Quist again NMR, so Butitta takes over. Lay #8 in A12(ce) & in A14(w). No train, so no run, so price goes to F82. Must buy train, so sells 2 IC (+\$154; Chinnery price protects) and 2 KATY (-\$164, price drops to H72). Buy 6-train (\$158<KATY> + \$18<sales> + 156<JB> - 630 = \$0).

T&P: Lay #142 in I14(sw). Run J3-J5-K4-I14-C18 (\$130). Pay dividends (DF + \$78, TP + \$52. Price moves to B100. MP takes Destination Run.

MP: Play destination Token in J5. Run C18-I14-K4-J5* (\$130). Pay dividends (DF + \$75, CH + \$39, MP + \$13. Price moves to A200).

CB: Lay #42 in O16(ne). Run H17-I14-K4-J5-J3 (\$130) & H17-C18-B19-A22 (\$170). Pay dividends (DC + \$174, CB + \$116). Price moves to D90. Make destination.

CB: Play destination Token in J5. Run B17-I14-K4-J5-J3* (\$150) & H17-C18-B19-A22 (\$170). Pay dividends (DC + \$192, CB + \$128). Price moves to D100.

IC: Lay #24 in F17(ne). Run A11-C18-B19-A22* (\$230). Pay dividends (DC + \$138, WW + \$23, IC + \$23, CH + \$23, JB + \$23). price rises to E82. Buy 4-train from CB for \$861 (\$837+26-B61 = \$1).

AT&SF: Lay #8 in K2(ce) & #9 in L3(ce). Run F5-B9-B11-E12 (\$150). Withhold; price plummets to H10. Buy 6-train (\$518+150-630 = \$38).

SR 9

Ziecke sells GM&O and buys Pres share of SP, setting par at \$100 (\$464+140-200 = \$404); GM&O.

We halt here to let Chuck to price protect, and for all to submit SR 9 orders. Shouldn't be any surprises, so how about orders for OR 9.1 too. If anything weird happens, we'll halt the SR.

PLAYER STATUS

Ziecke \$404, 6 FW(Pres), 2 SP(Pres)
 Wordelmann \$778, 7 SL&SF(Pres), 1 GM&O, 1 IC, 1 FW <Priority>
 Butitta \$27, 6 KATY(Pres), 1 IC(VP)
 Hanna \$647, 7 AT&SF(Pres), 7 GM&O(Pres), 1 IC, 3 MP(VP) <Protect?>
 Farrow \$666, 6 MP(Pres), 6 T&P(Pres)
 Chinnery \$665, 6 IC(Pres), 5 CB(Pres), 3 AT&SF(VP), 2 KATY(VP)

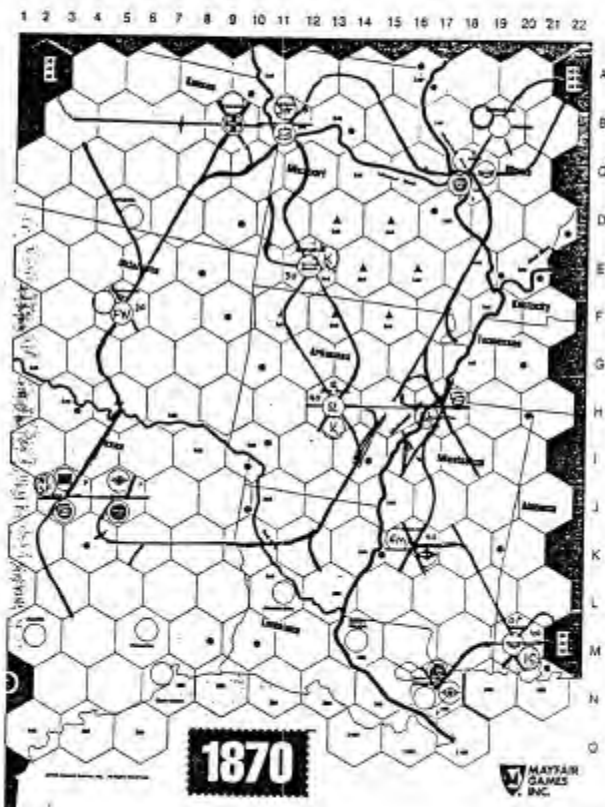
CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Shares	Tokens	Dest
MP	A200	0	0	\$90	\$105	5	1	C18,J5,(2)	--
SLSF	E180	0	3	\$100	\$47	4	0	E12,H13,H17(D)	M22
FW	A160	3	0	\$100	\$267	46	0	J9,F5,A2	--
GM&O	D140	0	0	\$72	\$690	4	1	M20,K16,(C18)	--
CB	D100	3	0	\$82	\$1201	5	1	H17,J3(1)	--
SP	A100	8	0	\$100	--	--	--	(S,D)	N17
T&P	B100	4	0	\$90	\$109	5	0	J5(1,D)	N17
IC	E82	0	0	\$76	\$1	45	1	K16,M20,A22	--
KATY	H72	0	0	\$68	\$0	6	1	B11,H12(1D)	N1
AT&SF	H10	0	0	\$68	\$178	46	0	B9,B11,J3(D)	N1

TRAINS AVAILABLE: 888,10,10,12.

The Bank has \$6,333.

TILES AVAILABLE: #1(1), #2(1), #3(2), #4(5), #5(1), #6(2), #7(7), #8(5), #9(8), #14(1), #15(2), #16(2), #17(1), #18(2), #19(2), #20(2), #23(3), #24(0), #25(2), #26(2), #27(2), #28(2), #29(2), #39(1), #40(2), #41(3), #42(2), #43(2), #45(2), #46(2), #47(1), #55(1), #56(1), #57(4), #58(4), #69(1), #70(2), #141(2), #142(1), #143(1), #144(1), #145(2), #146(2), #147(2), #170(2), #171(1), #172(1)



ADY CIVILIZATION

Turns 13.9-10

TURN XIII

13.9: TRADE:

Babylon trades Salt, Gold & _____ to Egypt for Bronze, Timber & _____
 Babylon trades Grain, Timber & _____ to Africa for Resin, Salt & _____
 Africa trades Wine(x2) & _____ to Egypt for Grain, Ivory & _____
 Iberia trades Ochre, Oil & _____ to Thrace for Papyrus(x2) & _____
 Babylon trades Salt, Oil & _____ to Assyria for Timber, Wine & _____

13.10: CALAMITY RESOLUTION (Assyria has 4, two are randomly discarded)

Volcano/Earthquake: Africa destroys _____
 Superstition: Iberia reduces both his cities
 Civil War: Assyria flips 20 pts then Iberia flips 20; Assyria chooses faction
 Slave Revolt: Egypt has all 1 in revolt, must reduce some cities
 Flood: Assyria eliminates a coastal city, if she still has one
 Epidemic: Egypt takes 20 pts of losses; assigns Assyria and Crete 10, and Thrace 5.

13.11: BUY CIV CARDS

Babylon buys MINING, ARCHITECTURE, and MUSIC for 5 Resin(245), 5 Bronze(180), 80 credit and 51
 Iberia buys AGRICULTURE or ASTRONOMY for _____
 Egypt buys MEDICINE for 4 Wine(48), 2 Gold(96), 2 Papyrus(8), & 10 credit.
 Thrace buys CLOTHMAKING for 5 Iron(18), Hides, 6t, & 20 credit.
 Assyria buys LITERACY for _____

DUE NEXT TIME: Turn 13 Calamity, Civ card, and Alter AST phases. Turn 14 Taxation, Population Expansion, Census, Boat, Movement and Build City phases.

THE BOARD (after 13.9)

AFRICA (Naet): C @ Carthage, Cirta, Corduba, Cyrene, Palermo, Thapsa, Tripoli; S @ New Africa, Libya, 2T @ Cyrenensis, Samnium, Subrata, Tunisia; 1T @ Balseres, Campania, E Mauritania, Ionia, Jalo, Libya, New Africa, Numidia, Tripolitania; W Mauritania. **POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING.**

ASSYRIA (Deb Osborne): C @ Ankara, Antioch, Gordium, Kaneah, Media, Miletus, Salamis, Sinope; 1S @ Antioch, Lycia, Sinope; 3T @ Nineveh; 2T @ Bithynia, Cilicia, Cyprus, Galatia, Van; 1T @ Armenia, Cappadocia, Kuban, Lycia, Mikop, Nalchik, Phrygia. **MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT.**

BABYLON (Anderson): C @ Babylon, Carthae, Charax, Petra, Siden, Susa, Ur; 2T @ Aleppo, Babylonis, Chaldeas, Damascus, Mari, Parthia, Sumeria; 1T @ Arabia, Phoenicia, Syria. **COINAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC.**

BARBARIANS (Nar): 4T @ Danubia; 1T @ Aquitania, Hispania.

CRETE (Boyum): C @ Eretria, Rhodes, Phaeacia, Sparta; 1S @ Byzantium, 2T @ Corinth, Dalmatia, Knossos, Moesia, Thessaly; 1T @ Athens, Argos, Byzantium, Delphi, Epirus, Illyrium, Macedonia; Pannonia, Thrace. **METALWORKING, MYSTICISM, POTTERY.**

EGYPT (Ringhoffer): C @ Buhen, Jerusalem, Sardinia, Siwa, Thebes, U Egypt; 3T @ Alexandria; 2T @ Fayum, Memphis, W Desert; 1T @ E Desert, Gaza, Ptolemais, Sinai, Tanis. **MYSTICISM, METALWORKING, ASTRONOMY.**

IBERIA (Farrow): C @ Maesilia, Narbo; 1S @ Etruria, Lusitania, Milazzo, New Carthage; 2T @ Etruria, Milazzo, Pyrenae; 1T @ Lugdunais, Lusitania, New Carth; Tarracoenais. **CLOTHMAKING, POTTERY.**

ILLYRIA (Bryden): C @ Appollonia, Ithaca, Tarentum; 5T @ Germany; 3T @ Belgica, Pannonia, Rubicon; 2T @ Londinium, Rome; 1T @ Aquitania, Britannia, Cisalpinia, Gaul, Illyrium, Neapolis, Paconis, Rhaetia, Rhine, U Germany. **DRAMA & POETRY.**

THRACE (Zieske): C @ Sardes, Thera, Thessalonica, Troy; 1S @ Byzantium, Neapolis; 2T @ Byzantium, Crimea, Dacia, Ionia, Moesia, Scythia; 1T @ Caralis, Corsica, Danubia, Lesbos, Thrace. **DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY.**

YOUR CARDS ARE:



THE HUNT

Tallyho!



THE HUNT is a word game inspired by James Lipton's book, "An Exaltation of Larks", where we propose a noun and the players are asked to propose a collective noun to fit, such as "flock" for "sheep" or "pride" for "lions". Boris and Ma Nar will rank each entry for each word and the best score will be the winner. Each word is a possible 1 point, but the point will be split if either more than one player suggests the word or two or more words are ranked equally. The first player to score 10 points wins six free issues of this rag. THE HUNT is run in Chases of rounds. We begin the first Chase of the 4th Hunt. Gentlefolk, to the Hunt!

CHASE 1:

- | | | | | |
|--------------|---------------|-------------|--------------|--------------|
| 1. rivers | 2. geysers | 3. glaciers | 4. geysers | 5. nannies |
| 6. volcanoes | 7. ridgelines | 8. tornados | 9. mosquitos | 10. grannies |



Process for separating silver from copper by lead, which is afterward cupelled, from "T'ien Kung K'ai Wu"



DUNE

A & G Have Two!

Turns 11/12



THE CAST

ATREIDES (Fisher): KH, 2L, 13S, 2C, 10T @ Arrakeen, 10T @ Habbanya Ridge Sitch.
EMPEROR (Deb Osborne): 59S, 4C, 2T & 2* @ Imperial Basin, 3T & 1* @ Oh Gap, 6T @ Meridian (s2).
FREMEN (Anderson): 10S, 4C, 5T & 3* @ Sitch Tabr, 1T @ Greater Flat.
GUILD (Wilson): 74S, 4C, 2T @ Tuck's Sitch, 3T @ Sitch Tabr, 6T @ S Mesa (s5).
HARKONNEN (Bryden): 27S, 8C, 5L, 8T @ Carthag, 1T @ False Wall East (s9), 3T @ Cielago South (s2).
IX (Narhi): 73S, 4C, 5T Shield Wall.
TANKS: (4 & 2*)E, 9F, 6I; Lady J. B. Raban, Colonel, Count Fenring, Jamis, Guild Rep, Bashar, D Idaho.

TURN 11

- COMBAT**: Fremmen (5T & 3*) vs Guild (8T) at Sitch Tabr. G uses A's presence to spy F's weapon (none). G plays 'Truththance' and asks 'Will you play a poison defense?' (No). F plays 'Cheap Hero', 'Jubba Cloak', 'La La La', 7S and dials 10. G plays Staban Tuck (5), 'Chaumas', 7S, and dials 7. G wins 12-10. G loses 7T. F loses all.
- SPICE COLLECTION**: I collects 10S. G collects 10S at South Mesa and 1S for Tuck's Sitch. A collects 2S for Arrakeen. H collects 2S for Carthag.

TURN 12

- The **STORM** moves from Sector 1 to Sector 3 eating 2 Harkonnen tokens in Cielago South and 5 Imperial tokens in Meridian. The next Weather chart is.
- SPICE BLOW**: Shai-halud appears in Red Chasm destroying 3S there. Rock Outcroppings (6) and Shihaya Ridge (6) have spice blows. We have a nexus; alliances may be made or broken.
- BIDDING**: There are three cards available: _____ & _____

Due next time are orders for any voluntary actions from Turn 11 Bidding to Turn 12 Spice Blow. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 2L, 15S, 2C, 10T @ Arrakeen, 10T @ Habbanya Ridge Sitch.
EMPEROR (Deb Osborne): 59S, 4C, 2T & 2* @ Imperial Basin, 3T & 1* @ Oh Gap
FREMEN (Anderson): 3S, 1C, 1T @ Greater Flat.
GUILD (Wilson): 78S, 3C, 2T @ Tuck's Sitch, 1T @ Sitch Tabr, 6T @ S Mesa (s5).
HARKONNEN (Bryden): 29S, 8C, 5L, 8T @ Carthag, 1T @ False Wall East (s9).
IX (Narhi): 83S, 4C, 5T Shield Wall.
TANKS: (9 & 2*)E, (14 & 3*)E, 6I, 7G, 2H; Lady J. B. Raban, Colonel, Count Fenring, Jamis, Guild Rep, Bashar, D Idaho.

LEGEND: * = starred token, (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, I = IX, KH = Kwitzsch Haderach, L = leaders, S = spice, s# = sector #, T = token.

YOUR CARDS ARE:

STELLAR CONQUEST

The games are presently awaiting:
JAMES T. KIRK--Combat orders for Turn 33 and movement orders for Turns 34-36.
WILLIAM T. RIKER--E-mail section. Details already sent.
W. THOMAS RIKER--You are _____. Due next time are votes on optional, color preference, initial purchase and orders for Turns 1-4.

Please expedite your orders. The time you save is only your own.

ON DECK

18xx: Zieske, Hanna

ADV CIV: McCabe, Crandlemire, Deb Osborne

BRITANNIA: Boyum, Zieske, Crandlemire

CIRCUS MAXIMUS:

Tourney: Anderson, Crandlemire

CONQUISTADOR: Copeland

DIPLOMACY:

Regular: Fowble, Anderson, Gunar, McCabe

Colonial: McCabe, Fowble, Anderson, Gunar

Gunboat: __ a check should appear here if you are signed up

DUNE: K Wilson, Anderson, Crandlemire

GUNSLINGER: Anderson, Crandlemire

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